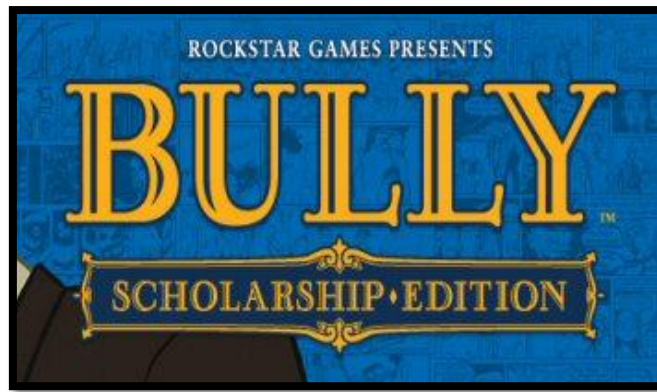




As you progress through the game, more missions will become available. However, generally more than one mission will be available for you at one time, and the order of which missions to do can vary from time to time. Some missions may even be available outside of the chapter that they're supposed to be in. Therefore, the order in which one might proceed through the missions may be different than the order of the missions in this guide.

Note: The controls listed in this walkthrough are for the Xbox 360 version of the game.

Chapter 1: Making New Friends and Enemies



Your first day of school

After watching the cut scene, make your way to the boy's dorm, it's located on your radar as an X. Fight the bully outside the dorm. Use  to throw punches and  to grapple. When his health is low, press the  button to humiliate the bully and end the fight. After watching the cut scene, get a drink from the soda machine. To do this, walk towards the X on the radar, and press  to buy a drink for a dollar. Walk to your room, and put on your school uniform. To do this, stand in the circle in front of your dresser and press  to change your clothes, cycle through your outfits until you find your uniform and press  to select it.

This is your School



No different from anyone else, Gary is a an odd fellow

This is where you'll meet Gary. Follow Gary, and he'll show you around the school. Apologize to the bully by targeting him with  and pressing  and give him your money. Break into his locker by standing in the red circle and pressing . To open a locker, slowly rotate the left thumbstick around in circles in the direction that arrow is pointing until you hear a click. Stop and rotate the thumbstick in other direction until you hear another click. Once more again in the other direction, and the lock will be open. There will be a cap inside the locker. Run up to the garbage can and press  to hide. Wait until your trouble meter is all the way down, then press  again to leave the can. Lock on to Eunice with the left trigger and press  to talk to her. Now you'll have to get chocolate. Follow the X on the radar to find a guy with chocolates. Hold  to lock on, and either press  to pay him for the chocolate, or  to shove him for it. He won't fight back, so save a buck and shove him. Run back to Eunice to give her back her chocolates. Follow the X on the radar to the cafeteria and watch the cut scene. Follow the bell on your radar to get to class, as class starts at 9:30.

The Setup



The glorious slingshot

- Reward: Slingshot

Follow Davis into the auto yard. The guy you're looking for will be up on top of something. Beat up his cronies, then pick up some weapons (bricks and frisbees lying on the ground) with  and throw them at him by holding  to lock on and pressing  to throw. Three good hits will knock him down.



See these jocks? Sling shot them

Slingshot

- Reward: Nerd Respect +5

For this mission, you have to do a bit of shooting with the slingshot. Follow the X on the radar to get to the old school bus and shoot out the windows. Either use  to lock onto the windows, or press  on the D-pad to go into manual aiming mode and shoot each window out. Next head to the football field and climb the tree with . Sit on the branch, and wait for the football players. Use either  to lock onto the players, or go into manual aiming mode and shoot all the football players with your slingshot.

Save Algie

- Reward: \$5, Nerd respect +10, Bully respect -5

Algie wants you to walk with him to his locker, and offers to pay \$5 for it. You will be attacked on your way by bullies, and you will need to fight off the attackers. First he wants to go to the bathroom though, and you will fight two guys in the bathroom. Once you're done in the bathroom, take algie to his locker.



Go through the school bus doors to get to the hobo

A Little Help

- Reward: New Fighting Move – Uppercut

In this mission you'll meet the school hobo. Follow the X on the radar to get to the old school bus. Go through the bus doors to the other side of the bus and watch the cut scene. You have to get a transistor

for the hobo before he can teach you any moves though. Go through the auto shop to the glowing yellow circle near the bottom of the ladder. Climb the ladder, and grab the transistor. Take it back to the hobo, and he'll teach you the uppercut fighting move.

Defend Bucky

- Reward: Skateboard, Nerd respect +5

Algie asks you to go to the auto shop to find out what's happened to Bucky. Follow the X on your radar to get to the auto shop, but be quick, as Bucky's health meter is draining over time. You have to beat up all the greasers in here to save Bucky. If you have a firecracker, throw it at the large groups of guys to take them all out at once. Two more guys will attack you on your way out. Once you're out of the auto shop with Bucky, you will complete the mission.



If a prefect busts you, you fail the mission

That Bitch

- Reward: Beatrice will like you

Beatrice has had her lab notes stolen, and the fate of the world rests on them, so she wants you to get them back for her. You'll need a stink bomb for this mission, so if you don't already have one, Gary will direct you to someone who can hook you up when you start the mission. Go to the gym, and find the girl's locker room. Pick the lock in the girl's locker room to get the notes. Once you start picking the lock, a prefect will start walking down the hallway. Also when you finish and start to leave, the girl will come to get things from her locker and scream, alerting the prefects in the area. Be careful not to get caught, as like any other mission, getting busted will make you fail the mission. Get out of the gym and lose the heat. If you have itching powder, you can throw it at the prefects in the hallway to hold them up. While you're running outside, you can toss stink bombs or marbles over your shoulder by tapping



. This can buy you some time from chasing prefects, and give you a chance to hop in a garbage can undetected. Once your trouble meter is gone, take the notes back to Beatrice, and you'll complete the mission.

The Diary

- Reward: \$20

Beatrice is distraught because her diary has been confiscated, so she needs you to get it back for her. Walk around to the back of the school, and climb up onto the top floor. To the left of the balcony is a break in the fence that you can jump up from ground level and climb up. Then stand in the highlighted area and press Y to climb up the latticework. Once you're on the second floor, stand in the highlighted area and press  again to enter the school through the window. Proceed to the math room, indicated by the X on your radar. It turns out it's locked, so now you have to check the staff room downstairs. Don't worry if prefects are chasing you when you run into the staff room, as they can't follow you in there. Grab the diary off the desk with , and head back out to the girls' dorm to give the diary back to Beatrice.



 Earnest for President!

The Candidate

- Reward: \$10, slingshot scope

Earnest wants you be security at his presidential candidate speech. Get to the auditorium balcony by following the X on the radar. Keep Earnest safe by shooting any bully that runs up and tries to ruin his speech. Use your radar to see where each bully is coming into the room from before you can actually see them. You can zoom in and out with the D-pad. Once Earnest gets through his speech, you will complete the mission.

Halloween

Well Halloween has come, so enjoy it while it lasts. Run around and find five pranks to play on people. Find people marked by blue X's on your radar, and they will give you pranks to play on other people. Once five pranks are completed, you will unlock The Big Prank mission.



Halloween shenanigans

Note: There will be pumpkin heads and tombstones littered all over the school on this day, and kicking them all in will contribute to 100% game completion. However, don't bother tracking them all down, as they will appear in missions later on, giving you a much more convenient kick at them.

The Big Prank

- Reward: Red Ninja Costume

First off, protect Gary from the guy by beating him up. After watching the cut scene, take the bag of poop into the teachers' lounge. Drop the bag in front of the door, and Gary will light it on fire as you go and pull the fire alarm. The gym teacher will come out and stamp it out, and you will pass the mission. Be quick to get out of the school though, as teachers will be chasing you for trespassing.

Note: This mission is only available on Halloween night, and it contributes to 100% game completion. If you choose to go to sleep, you'll miss out on the chance to do the mission, and it will no longer be available. So make sure to do this mission before either choosing to go to sleep, and do it before you pass out by yourself from exhaustion at 2:00.

Character Sheets

- Reward: \$10

Melvin's got his Grottos and Gremlins character sheets stolen, and wants you to get them back. There are four bullies that you must track down and beat up to get the sheets back from. One bully (by the library) will play a game with you though. He's going to kick you in the nuts. Once you're lying on the ground in pain, get up by pressing 🍑 a bunch of times before the 5 second counter counts down. They'll run away, leaving one of the sheets lying there.

Help Gary

Gary's found something, and wants to show you what it is. Follow Gary, he'll lead you to three bullies, beat them up, then follow him into the basement of the school. Go to the X on the radar to activate the switch and open the doors. Proceed through the doors, you'll have to get into a cage to activate another switch, there is a hole in the fence on the right side. Jump and climb through the hole, and activate the switch. The next switch is in another locked cage. Either pick up a brick from the floor, or use your slingshot to shoot the broom through the hole in the window in the door, this will activate the switch and open the door to the next room. There is a hold in the bottom of the fence to the left of this door, click the right thumbstick to crawl through the hole into the cage. Get the rubber band in this cage, just to the right of where you crawl through the hole. In this room is all the leftover pumpkins from Halloween (provided you didn't spend hours tracking them down on Halloween). Kick them all to unlock the pumpkin head costume, this also contributes to 100% game completion. There is also a transistor in this furnace room that you can give to the hobo to teach you another fighting move. Take the fire extinguisher off the wall, and spray the furnace, this opens up the next area. Keep following Gary; he'll lead you to a cut scene. After realizing how big a dick Gary is, you'll fight Russell.

Boss Fight: Russell



Russell isn't the sharpest tool in the shed, but he's big, and you'll have to fight him in a circular pit. You can't grapple him, and your slingshot doesn't damage him, and itching powder doesn't work on him either. Watch out for his charge attack, and use marbles if you have them to knock him on the ground. When his health gets low enough, press B to humiliate him and end the fight earlier than having to beating him up the rest of the way

Chapter 2: Rich Kid Blues

Last Minute Shopping

- Reward: \$15

Chef Edna needs you to go to town to buy some things, and she'll let you take her bike to do it. Follow your radar, and go into the buildings to up the items. They'll be sitting somewhere in the shop, highlighted by a yellow arrow. Return to the school, and give Edna her things. You can use the bus to get back to school quickly by going up to a bus stop and pressing 🟡 .



 The camera allows you to take pictures all over Bullworth

Hattrick vs. Galloway

- Reward: Camera

Galloway, the English teacher is drunk, and wants you to go and find all his hidden bottles around the school. Your radar will mark the general area they are in, but you will have to find the exact location of the bottle. Each bottle is highlighted in the world though, so they're really not that hidden. The bottle in the cafeteria is in a room in the back corner of the kitchen. To get the bottle in the trophy case, smash the casing around the middle by pressing , and you'll get the bottle for it. The bottle in the upstairs girl's bathroom is in the furthest stall. Now take the bottles to Miss Phillips, she's by the hobo's school bus

Small Offences

This is just a cut scene of a circus midget telling you to smash all the garden gnomes in the area. You can do this at your leisure throughout the game, and completing all the Geography classes, will have these gnomes marked on your map.

Movie Tickets

- Reward: \$15, Preppy respect -5

One of the preppy girls wants to get to the front of the line to get movie tickets, and wants you to get rid of the line. You have to clear the line without using violence. First, steal the bike by pressing  beside it to lead some guys away. Get far enough away, and they will be taken care of. Now return to the theatre. Next talk to Eunice, and give her a box of chocolates. She'll then follow you to a secluded spot (just around the corner) to make out. Next approach the other guy, and target him (not sure what happened, but he just ran away). Once this guy runs away, you will complete the mission

The Eggs

- Reward: Preppy respect -10, Eggs available in room

First, you need to purchase the Aquaberry vest for \$17.50 at the clothes shop around the corner before you can begin this mission (this is the same vest that all the preppies wear). Tad and the other preppies are planning on getting revenge on Hatrick for doing in the English teacher, and want you to help them egg his house. Follow the X on the radar to the general store to buy some eggs; it's just down the street from the start of this mission. Follow the X again on the radar (and use your map if you need to) to get to Hatrick's house, and meet up with the other preppies. When you get to the house, Gary will be talking smack about you, and the preppies will turn on you and try to fight you. You don't have to fight them, you just have to find a way out of the yard. Follow the path to the right of the house that leads downhill and you will find a preppy playing with the gate. Beat him up and steal the key that he drops, open the gate, and you will pass the mission. Even after the mission is over, the preppies will still be chasing you (provided you haven't beaten them up already), so keep that in mind and keep running.

Panty Raid

- Reward: \$30

Mr. Burton, the gym teacher, has been researching on materials that can ruin a young boy's mind, and needs you to help. Your mission is to collect all the "dirty laundry" from the girls' dorm. Start by heading to the girls' dorm, and climb up the latticework on the north side of the building to enter the girls' dorm through the attic. Once inside, you need to collect all the laundry without being detected. Once all five pieces of laundry are collected, one of the girls will shriek and pull the fire alarm. You now have to get out of the dorm, and get back to Mr. Burton, who's just outside the campus gates.



Buy the teddy bear from the Souvenir Tent for 10 tickets

Carnival Date

- Reward: Pinky likes you

Supposedly you have a date with a preppy girl. The carnival closes at 1:00, so make sure you finish this mission before then. For this mission, you just have to play enough carnival games to earn 10 tickets, and buy Pinky a teddy bear with those tickets. You can play any of the four games to earn your tickets.

Note: You can play the games and earn the tickets before you even start this mission, then when you start it you can just buy the bear, and not have to worry about earning 10 tickets before the carnival closes at 1:00



 Bikes, you race them

Race the Vale

- Reward: \$15, Preppy respect -10

Petey tells you about a bike race, and the both of you take off for it. Hop on the bike at the foot of the stairs of your dorm, and take off towards the beach in town, check the map and follow the X on your radar to see how to get there, it's fairly straight forward. You have to use this bike, so don't bother trying to trade it for another bike that you might have bought or unlocked. Get to the start of the race, and the race will begin. Follow the checkpoints around town, and they will eventually lead you in a long loop around town and back to the beach. Rapidly tap  while on the bike to pedal extra fast. Try to avoid doing wheelies too, as they will only slow you down. Again, bike racing is about speed, not how cool you look doing it. Come in first to win the race and pass the mission.



 Ah, the Shiny Bike Shop

Beach Rumble

- Reward: Preppy respect -10, Bike races unlocked

Jimmy shows up at the bike shop to pick up his trophy from winning the "Race the Vale" mission, and a couple preppies come in and steal his trophy. Chase the two preppies down to the beach, and beat them all up until one drops the trophy that they stole. Once you get the trophy back you will complete the mission.

Tad's House

- Reward: \$15, Preppy respect -15

The goal of this mission is to get revenge on Tad for the whole instance with "The Eggs" mission, and Russell is here to help you out. Head up to Tad's house and open the gate. You have to throw an egg through every open window in the house, and there are six windows. Equip the eggs, and press  on the D-pad to go into first person view. Throw an egg through each of the windows with . As you keep throwing eggs, preppies will storm out of the house and try to fight you. Russell should do a pretty good job of keeping them all off of you, but you may need to knock a preppy out so you can keep going. Once all six windows have had eggs thrown through, you must escape the yard to complete the mission.

Boxing Challenge

Petey thinks the best way to stick it to the preppies is to publicly box their best man, Bif. Head over to the boxing ring to get things started. To box, use the  to block,  to hit, and  to dodge. The best way to take someone out boxing is to stand in front of the guy while blocking. Wait for him to wind up a big punch, and press  to dodge out of the way.



This is how the fight SHOULD end

After he misses his punch, keep hitting  to punch him until he regains his balance. You should be able to get a 5 hit punch combo in each time. Don't both trying to dodge the tiny punches they may throw, as they do very little damage (especially if you're blocking), and they are often thrown too fast for you to dodge them in time. Just wait for them to go down and wind up for a big punch, and dodge these big ones instead. Once Bif's health bar is all the way down, he will stand in front of you dazed, and you have to knock him out to finish it. Walk up to him, and hold  to knock him down. If you wait too long, he'll regain some health, and keep on fighting, so don't delay in knocking him out. Derby comes in and rally's the preppies together to beat you up Take out all the preppies in the room, and follow the mark on the radar to get to Derby.

Boss Fight: Derby



When Derby is behind the bar, he is invincible. He will call preppies to help him out, two at a time. While these preppies are fighting beside him, Derby comes out from behind the bar and will start to fight you. It is only while he is out from behind the bar that you can damage him. The best strategy is to take one of his buddies out, but leave the other one standing, so that Derby will remain out from behind the bar fighting you, so that you can fight him back. Once Derby is done, take out the rest of the preppies that may still be in the room, and you will pass the mission. If you find you are running low on health, you can always beat up the other little preppies and they may drop a soda, which you can drink to refill your health. Don't forget about the rubber band in this room while you're fighting.

Chapter 3: Love Makes the World go Around

Christmas Is Here

One morning you will wake up, and this mission will start, telling you to go to the principal's office. Head there to watch a cut scene. It turns out your mom sent you a wonderful Christmas sweater. Merry Christmas.

Comic Klepto

- Reward: \$50

The comic book guy just got robbed by a dorky kid and he's having an asthma attack. Comic book guy wants you to chase down the stolen comic, and is offering up cash. It's easier to do with this with a few projectile weapons in your arsenal that you can throw from a bike (eggs, firecrackers, etc.) but you can do this with just fists too. If you have projectiles, hold  to target the thief on the bike, and pull  to throw the projectile at him. As he is a moving target, it's easier to hit him at closer range. If you don't have any projectiles, or would rather just use your fists, use  to punch left, and  to punch right. Ride up beside the thief and punch him enough times until his health meter falls to zero. He will fall off his bike and drop the comic. Take the comic book back to the comic book guy, and you will pass the mission.



 Jimmy the Preppy

Weed Killer

- Reward: \$30

The biology teacher is jealous of a boy's plant, and wants you to kill it. You must first disguise yourself as a prep to gain access to their hangout though. Head to your dorm and put on the Aquaberry vest that you had to buy for a previous mission. Now follow the radar to Bullworth Vale and get yourself a preppy haircut. Purchase any of the haircuts (as they're all classified as preppy haircuts), and then head back to the preppies' hangout back on campus. Target the guy standing in front of the door and press  for him to let you in. Follow the X on your radar, and you will get to a locked glass door

leading out onto the balcony. Smash through this door with , and keep following the path around up another set of stairs. You will come to the room with the plant. Grab the poison gun from the shelf, and spray it at the plant to kill it. Once the plant is dead, you will be swarmed with preppies trying to fight you. You need to fight your way through these guys, and make your way out of the building to complete the mission

Cook's Crush

- Reward: \$40

So Edna, the cook is in love with the chemistry teacher, and has set up a date with him without him realizing it, so the cook wants you to get her a few things for her date. It doesn't matter what order you get them in either. The perfume is in the staff room. To lure the teachers away from the staff room,

target either of them at a distance and insult them with . This will cause them to chase you, and you can just run past them and into the staff room, the perfume is just sitting on a desk inside there. For the sedatives, head outside the school, and make your way into Bullworth Town. The X on the radar will

lead you to some garbage cans in an alley behind a store. Kick the cans with  until you find a prescription bottle. (Not sure about the chocolates, as I already had them in my inventory when I started the mission, but I'm sure you can buy them from any grocery store). Take all the items back to the Edna to complete the mission.

Cook's Date

- Reward: \$50

Now the cook wants you to watch over her date and make sure it goes alright. It's basically the same mission as when you had to protect Earnest while he gave his presidential street. First, head to Bullworth Vale and climb the tree. Equip your sling shot and go into manual aiming mode. Shoot any kids that run up to Edna while she's on her date with the chemistry teacher, they'll be marked with a red arrow over their heads, and they'll appear on your radar too. If a kid runs up, Edna's health meter will slowly drain. Shooting the kids will cause them to flee, and the health meter will slowly refill again. Eventually the date will end, and you will complete the mission.

Nutcrackin'

- Reward: \$20

So it's the Christmas pageant tonight, and the percussionist as appendicitis. Of course, the music teacher wants you to sub in to save the Christmas pageant. If you thought you were done with music classes, you were wrong. This mission is basically another music class. The song you have to play isn't harder than level 5 music, but it is longer. If by some chance you haven't gone to a single music class by this mission, check the classes section of this guide for tips. Finish the song and collect your money.



He's making a list, but he probably won't check it twice

Balls of Snow

- Reward: \$20

Now you'll get to meet wonderfully cheerful drunken Santa. After he tells you his life story, he wants you get revenge on the townies and throw snowballs at them. Go to the marker and climb the ladder. People will walk underneath you, and you need to throw snowballs at the ones with the yellow arrows over their heads. There's 10 people in total to hit, and don't worry if they get past you on the screen, they will keep walking back and forth, you just have to hit them all before the time runs out. Once all 10 people have been hit, you'll have completed the mission.

Miracle on Bullworth St

- Reward: Elf Costume

It's drunken Santa again, and he wants you to smash the Santa's village display in the middle of town. You'll start with a baseball bat, but by no means do you need to hold on to it for the mission (it does help a little bit though, for what little time it lasts). Make your way to the town square via the X on your radar. Once you get there, just start smashing everything. Prompts on screen will tell you what to smash next, but really everything must go. The tree can't be smashed though, so don't waste your time trying to smash it. Once everything out front is smashed, smash the castle and you will have caused enough damage to complete the mission

Note: Damaging the property is considered vandalism, and will result in a small increase to your trouble meter. However, if you accidentally hit one of the elves, it is considered assault to an adult, and your trouble meter will become full, attracting lots of attention from the cops, which you don't want.



Elves are adults, so don't attack them unless you want the cops to be all over you. The dog's okay to kick though.

Rudy the Red Nosed Santa

- Reward: \$50

Drunken Santa wants you to spruce his place up a bit, and make it look more like Santa's workshop. You need to find 5 packages. These shouldn't be too hard to find as they are all marked with X's on your radar, and there is a big yellow arrow over them when you see them. Collect all the packages within the time and bring them back to the drunken Santa. The elves and their dog will start chasing you while you're grabbing the packages. Don't fight back though, as it will be considered violence against adults, and the cops will be all over that one. You shouldn't have too much trouble outrunning them, just repeatedly tap  to sprint. After watching the cut scene, you'll have to take pictures of kids smiling while sitting on Santa's lap. You have unlimited film, so don't worry about wasting pictures. Wait for the kids to look at the camera, and wait for them to smile before taking the picture by pulling . After taking a picture, press  to go back into photo taking mode. Once you snap 5 pictures of kids smiling, you will pass the mission, and drunken Santa will be off to the track.

Jealous Johnny



Greasers, they're greasy

- Reward: \$20, Greaser respect +5

Johnny's paranoid about his girlfriend cheating on him, and wants you to help catch him. You'll have to take pictures of Lola kissing, holding hands, and getting gifts from Gord. Make your way to the X on your radar to find Lola and Gord. Stand a little ways back and take out your camera. Go into manual

aiming mode and focus on the two of them. Wait for them to kiss, and then snap a photo with . They'll start walking down the sidewalk, so follow them. Wait for them to start holding hands, and then snap another photo of them, either locking onto them and snapping the picture, or through manual aiming mode. Keep following them, and eventually they'll stop and Gord will give Lola flowers. Snap a picture of this and you will have your three photos. Make your way back to Johnny on the edge of New Coventry, and you'll pass the mission.

Bait

- Reward: \$20, Preppy respect -5, Greaser respect +5

Now it's time for you and Johnny to teach Gord a lesson. Hop on the nearby bike, and follow the X on the radar, which will lead you to Gord. He will be riding his bike with a buddy, and you will need to provoke him to get him to follow you. If you have a projectile (eggs, firecrackers, etc.), throw one at him, or using your fists, punch him, and he'll start to follow you. You will now have to lead him to the train yard. Don't ride too fast, or you'll lose him, but don't ride too slow, or he and his buddy will try to attack you. Once you lead him to the location, you get to help the greasers beat up the three preppies. Your best bet is probably to get off your bike, and use your slingshot or some firecrackers to knock the preppies off their bikes and fight them on the ground. Once all three preppies are beat up, you will pass the mission.

Tagging

- Reward: \$25, greaser respect -25, Tagging unlocked

The preppies aren't very impressed with your leadership, and want you to send a message to the greasers. Head to New Coventry, and spray your tag on the designated tag area. Start the spraying

mini-game by pressing  while standing in front of the target on the wall. Press  to start spraying, and trace the outline with the left thumbstick. Occasionally the marker will stop, and you have to tap  repeatedly to shake up the can before you can continue. Once you are finished tagging the spot, head to the grocery store to buy some more paint. After buying a new can of paint, spray five more area (designated by X's on the radar) to complete the mission.

Wrong Part of Town

- Reward: \$20, Nerd respect +5, Greaser respect -5

Johnny is getting even more jealous, and now he thinks Algie, the nerd, is putting his moves on Lola, so now the greasers are trying to convince Cornelius to tell them where Algie is. Find Cornelius, he's located by the boy's dorm, and marked with an X on your radar. When you get to him, you'll watch a cut scene of the greasers trying to get him to squeal on Algie's location. Cornelius will squeal, and most of the greasers will take off. Two greasers will remain however, and you have to fight these guys off, before they can beat up Cornelius. Cornelius's health bar is very small, so make sure to beat these guys up fast before they can do any damage to Cornelius. Once the two greasers are beat up, Cornelius will tell you that he lied to the greasers about Algie's location, and you will have to find Algie in New Coventry. Find Algie in New Coventry, and watch another cut scene. Now you'll be on the back of Chad's bike, and you have to shoot greasers approaching you on bikes with your slingshot, while Chad peddles back to school, and while the greasers will be throwing snowballs and firecrackers at you. Use your radar to determine which direction the greasers are coming from before you see them on screen. You can also use the D-pad to zoom in and out, but this is not recommended, as it takes too long to zoom. Once you get back to the school, lead Algie back to the Nerds, indicated by the X on the radar.



 Racing for Lola

Lola's Race

- Reward: Lola likes you, Greaser respect -20

Lola the slut makes Johnny challenge you to a race. Just your typical bike race here. It's one lap, and it stretches from New Coventry, to around the back of the school, to Bullworth Town and back. When you get to behind the school, watch out for forks in the path. Usually one way will be a bit shorter than the other, so press the back button to consult the world map while racing to find out which path is shortest.

Also at some point while behind the school, a greaser will push down a tree. Be on the ready and bunny hop over the tree with  to avoid running into it and slowing down. Two more greasers will push down trees in front of you when you get back to New Coventry. The race should take just under 3 minutes.



 Skitching a ride

Glass House

- Reward: \$40

Galloway, the drunken English teacher is fed up with Hattrick for bad mouthing him, so Jimmy suggests he should get back at him. Start by making your way to the school parking lot. Equip your skateboard, and skate up to behind the car. When behind the car, press  to “skitch” behind it. (Holding on to it and letting it drag you along while you’re on your skateboard). While holding onto the back of the car, you can press left and right on the left thumbstick to slide from side to side of the back of the car, but this doesn’t do much. Just sit back and enjoy the ride, all the way to Hattrick’s house in Bullworth Vale. As soon as you get to the house, run inside the gate before it closes. If you wait around for a bit, the gate will close and you fail the mission. Once inside, start breaking all the flower pots and windows. Use  to kick in the flower pots, and use your slingshot through manual aiming to shoot out the windows. There is a meter on the right of how much damage you are doing. About half way through, the police will arrive, and start searching around the yard. If they see you, they will start running after you, so do your best to finish the remaining vandalism without the police detecting you. If they do detect you, keep running around and kicking flower pots until the vandalism meter is full. Once the meter is full, you have to get out of the yard. Run past all the cops, and as soon as you reach the street, you will have completed the mission.



 Mr. Watts may seem odd, but he's just on chemistry.

Discreet Deliveries

- Reward: \$50

The chemistry teacher is on something, and he needs you to deliver a few things for him. First off, you need to get the chemicals from Mr. Watts' assistant over in New Coventry. After grabbing the packages, you have to deliver them all to all five recipients before the time runs out. Everyone you need to deliver a package to is marked with an X on your radar, and it doesn't matter which order you do it in. After all deliveries have been made, head back to Mr. Watts inside the school to complete the mission.

The Tenements

- Reward: \$20, Greaser respect -20

Lola the slut is sad because Johnny and the other greasers aren't talking to her. On top of that, she has left all her things in the greasers' hangout and wants you to get it all back for her. Head over to the tenements. They're located at the farthest north-east part of New Coventry. Once you get there, stand in the highlighted area and press  to crawl in through the window. Once inside, you will have to collect all 5 of Lola's things, which are located on your radar. While you're in this building, every greaser will try to attack you, so you'll have to fight them all. When you get to the top of the stairs, two greasers will be on the other side of a large gap with slingshots, so take them out using either your slingshot or another projectile. If you have the bottle rocket launcher, save your ammo for the mini boss fight that's coming up, as it will help you lots. While traversing through the building, you'll come across a couple walls in which the game will tell you to "find a way to knock down the walls." Ignore this for now, as that way will present itself to you soon enough. Keep going through the building, and eventually (when you collect the laundry), you'll have to fight Norton, who's got a sledgehammer (told you the way to knock down walls would present itself soon enough).

Mini Boss: Norton - Norton's actually really easy if you have a fully loaded bottle rocket launcher. Just lock onto him with , and walk backwards in circles to avoid the swings of his sledgehammer, and shoot at him when you can. About 6 or 7 good shots should take him down. If you don't have the bottle rocket launcher, try this strategy with the slingshot. If this is not working fast enough for you, or you keep getting backed into corners, just come out swinging, but be very careful to avoid his sledgehammer, as it does quite a bit of damage.

When Norton is defeated, pick up his sledgehammer, and keep proceeding through the house. Use the sledgehammer with  to bust down the wall to get out of the room that you are currently in. Once all the items are collected, leave the house the same you came in, and return the items to Lola for your reward

The Rumble

Now Lola has organized a big fight between all the guys over her, and wants you to fight for her too. As soon as the mission starts, ignore the guys fighting, and look for Peanut. He's marked with an X on your radar. As soon as you approach him, he will take off, and you have to follow him. He'll lead you to a few greasers that you have to beat up. Beat up the three greasers, and a cut scene will play. In the rantings of your speech, Johnny comes from around the corner, and start talking smack. As soon as the cut scene ends though, Johnny will throw you on the ground and the cops will come. Now you have to outrun the cops on your bike. It's not so much outrunning, as it is biking down a linear path. Eventually you will reach the end, and a cut scene will play of you and Johnny jumping over a fence on your bikes. Now you get to fight Johnny.

Boss Fight: Johnny

You'll be on foot, and Johnny will be riding around on a bike with a big lead pipe. Try not to get hit by this pipe, as it packs one heck of a punch. There will also be a bunch of greasers standing around the perimeter on raised platforms throwing eggs and stink bombs at you while you fight Johnny, but taking care of these guys is not necessary. Use either your slingshot or bottle rocket launcher to shoot at Johnny, and keep walking in circles around him so that he can't get a good run up at you with his pipe, which should be your main priority.

Chapter 4: A Healthy Mind in a Healthy Body, and Other Lies

Stronghold Assault



Use the wall to block you from the potato cannon while aiming at the transformer

- Reward: Spud Gun, Nerd respect -50, Jock respect +5

This is set up as two separate missions, but you're forced to do them one after the other. Jimmy needs help from Algie the nerd to get back at the jocks, but Algie refuses. Petey recommends a different approach of going through Earnest instead. Approach the nerd with the yellow arrow over his head just

outside of the library. Target him and press  to ask him where Earnest is. He'll refuse to tell you, and then try to fight you, but a few good punches will make him cower and squeal. After this nerd runs away, head to the side alley beside the library. There's a hole in the fence in which you can hop over the wall to get here. There's a nerd standing in front of the gate door, and you will have to hit him a few

times before he reveals the key code to get through the door. Walk up to the keypad on the right side of the door and press 🟡 to open the door. Head down the path, and hop over any of the small fences that block the path. On your way to the observatory, you will be attacked by a number of nerds with slingshots, bottle rocket launchers, and firecrackers. These nerds go down easy though, and one fully charged slingshot should be enough to take each of them down. Eventually you will see a cut scene of a nerd behind a potato cannon. You need to shoot the transformer that is just to the left of him. Creep up behind some cover, and go into manual aiming mode with your sling shot. Creep out from behind the cover, and shoot the transformer to break it. An alternate strategy to shooting this transformer is to run up to against the wall that the potato cannon is on top of. Creep out from against the wall, looking at the transformer on an angle. You should be able to get a clear shot of the transformer with part of the wall blocking the potato cannon from seeing you (see pic). This will cause the nerd behind the potato cannon to go running. Make your way through the open gate, and go up the stairs immediately to the right. Walk up to the potato cannon, and press 🟡 to use it. Aim at the front doors, and hold  to unleash a fury of spuds at the door. While you're attacking the doors, some nerds will come out and start shooting at you from the windows and from on top of the building. Unless they're actually causing damage to you, just ignore them and keep your focus on the doors. As soon as you break down the doors, you will pass the mission, but you won't be quite out of the woods yet.

Mini Boss: Earnest - You will immediately be in a room with Earnest attacking you with a potato cannon. You have to shoot the two scaffolding supports on either side of him with your slingshot to knock him down. Three good hits to both sides each will cause the scaffolding to fall, and Earnest will run along the scaffolding, and you'll have to do it all again. This second time though, Earnest will be throwing these grenade type things at you. Don't stand anywhere near them, as they will explode in a few seconds after they land. The third time's the last, and this time he'll be shooting a spud gun at you. If you die during your fight against Earnest, you will start back again at the beginning of the fight. Beating this mission unlocks the spud gun, an extremely powerful gun that will take down most students with a single shot.

Here's to You Ms Philips

- Reward: \$50

Turns out Ms Philips is in love, and wants tonight to be special. She wants you to pick up a few things for her. There's one thing of hers in Bullworth Town, and two things in Bullworth Vale. This mission is identical to the one you did for Edna the cook way back when. Once you've collected all three of Ms Philips' things for her, take them back to her inside the school.





Shimmy along the tree to drop into the asylum yard

Galloway Away

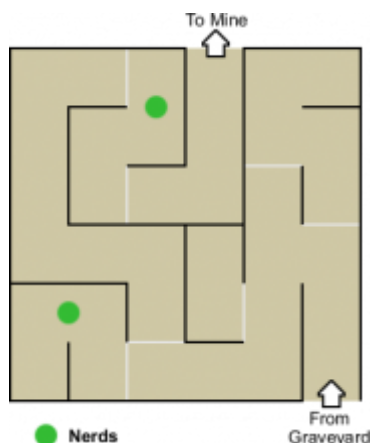
- Reward: \$60

Ms Philips is in love with Galloway, and he's currently in the asylum for being an alcoholic. Make your way to the observatory tunnels, marked on your radar with an X. Keep following the X's on your radar until you meet up with Ms Philips. Now you have to find a way into the asylum. Use the dirt path located on the west side of the asylum to run around the back, and climb the tree with the highlighted area

beneath it. Press 🟡 to climb the tree, and use the left thumbstick to shimmy yourself over the fence.

When you're on the other side of the fence, press 🔴 to drop down from the tree, and land inside the fence of the asylum. Once inside, you need to sneak around and destroy the power source of the watcher without any of the orderlies seeing you. Use your radar to see the field of vision of each of the orderlies, and use the hedges to hide behind to avoid being seen. Sneak around to the front of the watcher, and use your slingshot and manual aiming to shoot out the power source. You now have to get inside the asylum without being noticed. Use your radar to see the orderlies' fields of vision, and wait for a time that you can bolt for the front doors without any of them seeing. Once inside, you will have to sneak through the asylum to find Galloway. If you are spotted by an orderly, you will be thrown out, and have to make your way back in all over again. Make your way to Galloway, marked by the X on your radar, without being seen by the orderlies. Once you reach Galloway, you will watch a cut scene of him and you escaping, and you will complete the mission.

Note: Scroll down to the Finding Johnny Vincent mission in Chapter 5 for a map of the asylum. Galloway is indicated by #1 on the map.



Map of the funhouse maze

Funhouse Fun

- Reward: \$25, Nerd respect +10, Jock respect -5

Seems the nerds have taken over the funhouse, and the football team will be there this afternoon. Algie suggests Jimmy go over there and have some fun with them. Make your way to the Funhouse at the carnival. Walk straight across the bridge, and then click the right thumbstick to crawl through the hole in the wall. On the other side, you'll have to beat up two jocks that are fighting some nerds. Jump up onto

the table that's in front of the bookshelf at the south east end of the room and push 🟡 in front of the blue book to push it in. This will drop the ladder for you to climb up. Once up top, you'll get to the graveyard. You'll lose control of the camera here, and you have to run to the right side of the screen, avoiding the grim reapers' sickles. Once you're past the grim reapers, head into the maintenance room.

Stand in the highlighted area and press 🟡 to activate the grim reaper controls. You'll be viewing the jocks running across the same graveyard that you just ran through, except now you control when the

grim reapers drop their sickles. You have to time out when the jocks are running across, and press 🟢 to drop the sickle on them. Each grim reaper can only drop their sickle once though, so you don't have a lot of leeway to get your timing down. The timing is about when the jocks are one or two steps away

from the sickle, press 🟢 to drop it on them. There are only three jocks, and once you've cleared them out of the way, head back out through the door that you entered the room, and stand in the highlighted area to enter the maze. Work your way through the maze following the nerds' voices. To open the

doors that are closed, stand in front of the statue on the walls beside the door and press 🟡 to activate or deactivate the doors. Bucky is in the far south east corner, and Fatty is in the hallway on your way out of the maze (see the picture for the layout of the maze with locations of the nerds). In the next room, you'll have to disable the miners for the nerds to proceed through. Head to each terminal located on your radar with an X, and beat up the jock that's operating each terminal. Once the jock is defeated,

stand in the highlighted area and press 🟡 to deactivate the miner. In the next room, you'll have to find the nerds again. Both of them are in the same small room as you, looking at themselves in mirrors. Once both nerds are following you, the curtains in the next room will open up, and allow you to walk through the door, and complete the mission.



Mandy is the head cheerleader, and you're going to take pictures of her

Paparazzi

- Reward: \$25, Nerd respect +5, Jock respect -10

Earnest needs you to help him with his plan to take down the jocks, and he needs you to take some incriminating pictures of the head cheerleader. Head over to the gym. Equip your camera, and take a picture of Mandy. She's the one with a yellow arrow over her. After you take a picture of her, she'll run off and head to the girls dorm. Make your way to the north side of the dorm, as indicated by the X on

your radar. Stand in the highlighted area and press 🍌 to climb the latticework to the top of the building, and enter the girls' dorm through the window. You'll now be in the attic of the girls' dorm. There's a G+G card at the far end of the room, lying on the floor. Head down the stairs and into the bathroom, but make sure the prefect doesn't see you. If she does, you'll automatically be escorted out of the building, and have to make your way back through again. Head into the bathroom where Mandy is showering, but don't get too close, or you'll be spotted and fail the mission. Stand at the far end of the bathroom, and use your manual aim to take a picture of the shower stall that Mandy is in. After this picture, she'll head down to her room, and you need one more picture of her. Head over to her room, and take a picture from the doorway of her standing there with her leg on the bed. Run past the prefect and out of the girls' dorm. Head back to Earnest, who's standing in front of the library now, and give him the pictures to finish the mission.

Defender of the Castle

- Reward: \$25, Nerd respect +25, Jock respect -20

The jocks are coming to kill the nerds, and Earnest wants your help. You have to hold off the jocks so that Earnest can fix the defence system of the castle. Head to the barricade with the other nerds, and take out all the jocks. Use your spud gun to take out the football players that will charge at the barricade and try to break it down. The other nerds will take care of most of the other jocks, giving you time to focus mainly on the football players. Once all the jocks are taken care of, head back to the Observatory, and hop on the spud cannon. Again, your main focus should be on the football players, the other nerds will take care of the other jocks. Use the D-pad to zoom in and out, and shoot down all the football players. They will all run in the same linear path towards the observatory, so you can pretty much just keep aiming at the same spot and take them all out. Once all the jocks are defeated, you will pass the mission.



After beating up the school mascot, you will have access to the outfit

Nice Outfit

- Reward: Mascot Outfit, Jock respect -5, Nerd respect +5

Earnest has chosen you to carry out his masterpiece of taking down the football team, and for it he needs you to steal the school mascot costume. Head to the football field, and start attacking the mascot. As soon as you start attacking the mascot though, the entire football team, and any prefects in the area, will start chasing after you. Keep running around so that the football team and prefects don't catch you, and shoot the mascot with your spud gun and bottle rocket launcher. Once you've done enough damage to the mascot, a cut scene will play, and everyone will be chasing you. The nerds will take care of the jocks, and you will now be fighting the mascot one on one in the empty gym pool.

Mini Boss: School mascot - Nothing too special about this fight, he's just a regular bully with a lot of health. He does have one special move though that he uses on occasion. He'll poke you in the eye, and then run to the end of the pool to charge at you. Equip your slingshot at the beginning of this fight

just to be ready for this. When he pokes you in the eye, tap 🙄 rapidly to get out of the stunned state you are in. Then when he starts charging at you, shoot him with your slingshot to stop him in mid charge. Keep throwing punches at him, and shooting him with your slingshot every time he tries to charge. Once he's defeated, you will pass the mission and the mascot uniform is yours.

Discretion Assured

- Reward: Mandy now likes you, Nerd respect -5

Mandy is upset about the pictures you took of her that are now posted around the school, and our brave hero offers to get rid of the posters of her that are posted around school. Start by tagging over the two posters that are around school. Don't worry about the bullies/nerds that are standing in front of the posters, as they won't do anything to you if you leave them alone. Watch out for prefects, as if anyone of them sees you tagging, they will try to come after you. Once these two posters are taken care of, head into Bullworth Town and spray over the other two posters. There is one poster that there are a couple jocks looking at it, and they will attack you as soon as you start tagging over the poster, so you might want to take care of them before you start tagging, so that way you get the first hit in rather than them. When you spray over the third poster, you will see a nerd hanging up even more posters. Just ignore this, and keep spraying the posters. If you run out of paint, go to the nearest grocery store, and buy more paint. Once all the posters are covered, head back to Mandy, who's standing outside the boys' dorm.



Perform the cow dance for the jocks to avoid...this

The Big Game

- Reward: \$25, Jock respect -10

So the big game has arrived, and it's time to implement Earnest's big plan. You will automatically be wearing the mascot costume for this mission. When the mission starts, you will be standing in front of

Thad and a locked gate. Target Thad and press  to start doing the mascot dance. This dance can also be used to get jocks to leave you alone. The way you perform the cow dance is the same way as you go through chemistry class. If you've managed to get this far without attending a single chemistry class, it goes like this: Buttons will scroll along the bottom of the screen from right to left. When the button enters the highlighted area in the bottom-centre of the screen, you press that button. Get all the buttons right, and you successfully perform the cow dance. There are 4 nerd "agents" that you have to speak to, and each one will give you a small mission. During all these missions, jocks will try to hassle you. You can either run away from them, or just perform the cow dance and they'll run away, leaving you alone. Once you've done missions for all four nerd agents, a fifth one will become available, asking you to reprogram the scoreboard on the football field. Run to the scoreboard and press  in the highlighted area to reprogram the scoreboard, thus completing the mission.

Boss Fight: Tad

As soon as this mission is done, the jocks will want a piece of you. You'll find yourself in a football field, and Tad will be throwing exploding footballs at you. Dodge the footballs, and pick them up off the

ground with . Run up to one of the three football players guarding Tad, lock onto them, and throw the footballs at them to knock them out. Once all three football players are knocked out, Tad will run back and you will have to do it all again. This time however, some football players will be running after you. Beat up these lesser football players, while avoiding the footballs that Tad is throwing at you. Pick up the footballs, and throw them at the football players that are highlighted with red arrows over them. If you get too close to these football players, they will tackle you and throw you around, so don't get too close. Once these guys are done, you will have to do it a third time, except now football players will be running after you two at a time. Once this third round is done, sprint after Tad by rapidly tapping .

When you get close enough to him, lock onto him and press  to tackle him and take him down, ending the fight very fast. You can also just hit him a few times to take him down and end the fight.

Note: He has a health bar, but as soon as I tackled him or hit him, the fight ended. Maybe it glitched and ended incredibly fast both times I tried, but for a boss fight, it seemed far too easy to take Tad out.

Chapter 5: The fall and rise of Jimmy Hopkins, Aged 15

Making a Mark

- Reward: Townie respect +25; Nerd, Jock, Preppy and Greaser respect -75

So now that you're the king of the school, you need to move out into the town and leave your mark on city hall. Start by making your way to City Hall in Bullworth Town. Go around to the right side of the building, and climb the ladder that's behind the building. There will be three ladders in total that take you to the top, and once you're at the top there will be three graffiti spots to tag. After you've left your mark, make your way back down to street level to take a picture of it. Use the ladders to climb down, rather than jumping down, (especially the third one), as jumping down will cause a lot of harm, and possibly knock you out, thus failing the mission. When you get down to the bottom, the cops will be running after you. Whether you hide out for a minute to lose the cops, or just get enough distance between you and them is up to you. Take out your camera and manual aim it at the top of City Hall. You might have to zoom in a bit depending on how far away you are from it, and take a picture. You'll know if the picture is good enough because it will say whether it's a good picture or not at the top of the screen, after you take the picture. Once that's done, head back to your room in the boys' dorm.



 Shooting rats in the library

Rats in the Library

- Reward: \$30, Nerd respect +15

The library is full of rats, and of course it's all your fault. You've got to go into the library, and kill all the rats. There's 20 in total, and the best way to kill them is with your slingshot. Hold down  to target the rats and switch between targets by flicking the right thumbstick left and right. Once all 20 rats are dead, you will complete the mission.



 Putting out fires in the gym

The Gym is Burning

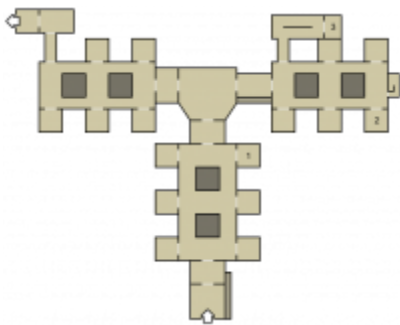
- Reward: \$30, Jock respect +15

Well, the gym is on fire, and once again it's all your fault. You've got to go in, and put out the fire before the cops arrive. First, grab the fire extinguisher off the wall beside the stairs by walking up to it and pressing . To put out a fire, walk up to the fire with the fire extinguisher in your hand, and hold  to spray the fire. There are also three kids trapped in this room. Walk into the highlighted circles, and press  to start lifting whatever is trapping them off of them. Repeatedly tap  until you've saved them, and they will run off thanking you. Once all the fires are out and everyone is saved, you will watch a cut scene of Mandy telling you that the fire was started by some maniac who's downstairs. Walk downstairs and into the girls' locker room, and you will watch a cut scene of one of the townies running past you and out of the gym. After you watch this cut scene, you will pass the mission.

Finding Johnny Vincent

- Reward: \$30, Greaser respect +25

Johnny's disappeared, and he's probably been abducted by aliens. Of course, it's your fault. More likely however, he's been taken to the asylum. Start by heading to the asylum. When you get to the front of the asylum, use the dirt path on the west side of the asylum to run around to the back, and use the tree to get over the fence. Press  to start climbing the tree, then when you're on the branch, use the left thumbstick to shimmy over the fence, and press  to drop down on the other side of the fence. If you are seen by any of the orderlies, you will be kicked out of the asylum, and you will have to do it all over again. Use the orderlies' field of vision on your radar to plan your route to the front door, to get there without being seen.



Map of Asylum

Once inside, you will have to find Johnny without being detected by any of the orderlies. Use your radar to see where any orderlies are, and sneak around them. When you get to the small room with an orderly in the other room scanning the room you are in, click the right thumbstick to crouch down, and walk alongside the wall that the orderly is standing behind to avoid being detected by him. Enter and exit the doors while he is looking in the other direction. When you get to Johnny, who is marked by the X on your radar (#2 on the map), he will tell you to get an orderly outfit from the laundry room, and unlock his door through the control room. Proceed to the new X on your radar to get an orderly outfit

(#3 on the map). Once you get this outfit, you no longer have to worry about orderlies seeing you. Proceed to the control room, and stand in the highlighted area and press Y to get rid of the guy behind the controls. Once he leaves, head over to the controls and press 🙄 again to unlock all the doors. Now you have to help Johnny escape. Find Johnny, and run with him back to the front doors that you came in. When you get to the lounge area, you will be locked in, and you have to find a way out. When you watch the cut scene, you will notice that one of the gates that closes doesn't close all the way, and is crumpled in one corner. Head over to that gate and press 🙄 to lift it up. Repeatedly tap 🙄 to open the gate, and run through with Johnny. When you get to the back door (top left of the map), you will complete the mission.

Map Legend: 1. Galloway location (from previous mission), 2. Johnny location, 3. Laundry Room

Cheating Time

- Reward: \$60

Galloway's gone back to the bottle, and he's blaming it on Hattrick selling copies of tests to rich students. You're the one who's going to catch him red handed. Get yourself on top of the Auto Shop roof. There's a ladder on the south side of the building, in a little alley way-type enclosure. Climb up on top of the roof and make your way to the highlighted area. After watching the small cut scene, quickly equip your camera and go into manual aiming mode. The guys are standing in front of you and straight down, so aim downwards and snap a photo of them making the transaction. Be quick about it though, as they don't take long at all. Once that picture is taken, hop down to ground level and make your way to the gym. Go into the room with the pool, and climb the stairs that are located at either ends to head up to the stands. Once again, go into manual aiming mode (because you can't properly lock on to them quick enough), aim down at the transaction, and snap the picture. Once this pictures done, head back down the stairs (you can jump over the railing, but you will take damage, so don't jump if you're low on health) and follow the preppy out the door. Climb up the ladder directly in front of you, and hop down on the other side of the fence. As soon as you hop down, a cut scene will play showing a transaction between one of the preppies and Harrington. Go into manual aiming, and zoom in on the transaction. Snap a good photo of this, and you've got all three pictures. Bring the pictures back to Galloway in the school parking lot, and watch Hattrick get fired.



🗨 Apparently not everyone is fond of the gym teacher

Revenge on Mr. Burton

- Reward: \$30

Turns out Zoe got kicked out of Bullworth because of Mr. Burton, and she wants revenge, so Jimmy's going to help her with it. Head into Bullworth Town and grab the bolt cutters in the alley behind the hardware store. Once you have the bolt cutters, meet Zoe in the park in Bullworth Vale. In order to make sure Mr. Burton uses this port-a-potty, you need to destroy the other three before he finishes his

run. All three of them are in the park, and you just need to hit them a few times with  to damage them enough. Head back to Zoe once all three are damaged enough, and you'll watch the cut scene of Mr. Burton running in to use the port-a-potty. Hop on the tractor, and ram into the port-a-potty. You

don't have much time here, so make it quick. Press  to hop on the lawn mower, and  to drive. Drive straight into the port-a-potty, and you will watch a hilarious cut scene of Mr. Burton falling over the railing and onto the street.

Preppies Vandalized

- Reward: \$30, Townie respect -30, Preppy respect +15

Someone stole all the preppies' boxing trophies, and you're going to get to the bottom of it. Start by heading to the greasers' hangout in New Coventry. It turns out they didn't take them, but they tell you that the townies might have something to do with it. Your next destination is the warehouse in Blue Skies Industrial Park. When you enter the warehouse, you'll be prompted to take a picture of the townies stuffing rats into crates. Head to the far south-west corner of the building, and go up the stairs. When you get to the top of the stairs, immediately turn around, and use manual aim with your camera to zoom in and snap a photo of the townies stuffing rats. After you take this picture, the townies will run in your direction. You can either fight them, or you can hide out behind the wall and let them run right past you. Now you have to head to the docks. Go back outside the warehouse, and follow the X on your radar to get there. When you get there, you will watch a cut scene of the townies burning the trophies, and you need to get a picture of it. Walk up the little bridge, and beat up the one townie standing on it. Now go into manual aiming mode and zoom in on the fire and take a picture. You should be able to get a good enough picture this way, rather than having to beat up all the townies to get close to the fire. After you take the picture, head back to the preppies' boxing gym in Bullworth Vale to report on your findings and complete the mission.

Smash It Up

- Reward: \$60

Zoe wants to play a little game, so you're going to play along with her, so follow her to the warehouse. The game goes like this, whoever can smash the most stuff wins. When the time is up, whoever has smashed the most stuff wins, and if you don't win, you fail the mission. Zoe will do around \$3300 worth of damage. You can't smash everything in sight, but there's certainly enough stuff to smash to fill up your time. Use your slingshot to smash things that are out of your reach, and when you run out of stuff to smash on the first floor, head up to the second for more stuff to break.

Note: If you didn't find all the tombstones to smash on Halloween, the remaining tombstones are all propped up against the north-east corner of this building.

The Collector

- Reward: \$50

Clint wants three bikes, and you're going to get them for him. The locations of bikes are all on your radar, and you've got to get three of them. The order in which you get them doesn't matter, nor which ones, as long as you get three of them. Run up to someone riding a bike, and press  to throw them off the bike, then just hop on the bike like any other to steal it. This would seem rather simple, but it can be frustrating. All the bikes are ridden by adults, and as soon as you throw an adult off his or her bike, it's considered violence against adults, and your trouble meter will fill up all the way. If you get caught by a cop while your trouble meter is this high, you won't get a chance to escape, and you are automatically busted, thus failing you the mission. To avoid this, make sure no cops are around when you steal the bike. Once you get a hold of a bike, ride it into Clint's garage to secure it. As soon as you secure each bike in the garage, your trouble meter will drop back to zero. Do this with three bikes.

Mailbox Armageddon

- Reward: \$20

Clint really hates the rich kids, and he's crazy. This combination leads him to ask you to smash all the rich kids' mailboxes. There are 20 mailboxes that you need to smash before the time runs out, and they are all marked on your radar with X's. Swing your bat just as you would punch while riding a bike. Press  to swing the bat on the left side of you, and press  to swing the bat on the right side. Once you smash all 20 mailboxes, you will watch a cut scene, and complete the mission.

Go See the Principle

- Reward: Expulsion

The principle is suspicious of you causing a ruckus amongst the school, and has chosen to expel you. You won't be able to go to any of your classes, but you are still free to roam the halls of the school and campus.

Note: Don't worry if you haven't completed all your classes yet and are worried about 100% completion, you will get a chance to complete your classes later.

Busting In Part I

Jimmy and Petey need to prove that Gary was behind all this, and to do it you need to get the townies' help on your side. First though, you're going to need Russell's help, so go pick him up in Bullworth Vale. After watching the cut scene, hop on the scooter beside Russell, and follow him all the way to the townies' hideout.

Busting In Part II

- Reward: Townie respect +100

This mission immediately follows Part I. You need to reset both generator switches to restore the power. Follow the X on your radar to the first power switch. Beat up both townies and press  in front of the switch to turn it on. Once that's done, head over to the pipe that's half laying on the ground, and click the right thumbstick to crawl underneath it. On the other side, some townies will rush to beat you up, so quickly stand up and fight back. Beat up these two townies, and activate the other switch. Leave the same way you came in, and follow Zoe over to the Red Star Building. Enter the small room to the left of the gate, and press the switch to open the gate. Follow Zoe once again around to the Chem. plant. On your way there, a townie will run up behind you and try to fight you, so watch out, and hit him before he can get a chance to surprise hit you. When you get to the Chem. Plant, it will be locked, and you'll have to cut through the train yard. Follow the X on your radar to get to a switch, and hit  to activate it and spin the trains around. Once both switches have been activated, follow the X on your radar to lead you back to the other side of the fence that Zoe is locked out of. You'll encounter two townies on your way here, so beat them up (obviously). When you get to Zoe, she'll tell you to hit the switch. Go up the sloped platform immediately to the right of the gate, and follow it around to the switch, fighting two townies that you'll encounter on your way there. There's a crate with bottle rocket ammo beside this switch too, if you're running low. Activate the switch, and then back track your way back to Zoe. When you reach Zoe, she'll distract all the townies, so you can run up the sloped platform to the right of them all. When you get to the top, you'll have to fight three townies, one with extra health (the one with the yellow arrow over him). You may want to use your spud gun on these guys. After defeating all three of them, collect the key card, and head to the highlighted area to enter the Chem. Plant. Once inside, you need to search for Edgar. Run down the hallway, and press  at the keypad to open the door. As you run across the bridge, you will see Edgar going down an elevator, so take the ladder to the right and follow him down. When you get to the edge of the next platform, you will lose control of the camera, and you need to walk down the "steps" to keep going down to the next platform. On this platform, click the right thumbstick to crouch, and crawl through narrow space to the other side. After crawling under the pipes, there will be a narrow pipe that you need to walk across. Walk up to it, and just hold the left thumbstick up to walk forwards. You'll automatically walk slower, so you just have to press left and right on the left thumbstick while pressing up to maintain your balance on the beam. Once past the narrow beam, head to the edge of the platform, and down the ladder again. At the bottom of the ladder, turn around, and walk across another narrow beam. Climb down another ladder, and turn around towards the elevator to spark a cut scene, and start the fight against Edgar.

Boss Fight: Edgar



During your fight against Edgar, hold  to use your shield to block Edgar's blows with his pipe, and press  to hit him with your shield. After a few good blows hits from Edgar, you will drop your shield.

Run over to the wall, and grab another shield off the wall with . You don't have to use these shields, you can just run around dodging his attacks, and fighting him as you normally would. Ranged attacks are a good idea here, as that pipe does a lot of damage if he connects with you, so best to keep your distance. After you do enough damage to him (about a third of his health), he'll drop his pipe and run away. Follow him through the door and down the path. Now you'll have to fight him without the use of shields, but you'll get a pipe yourself. Quickly grab a pipe off the wall with  before he can hit you, and fight him as you normally would fight someone. Occasionally you'll get into "pipe-locks" with your pipe against his. When this happens, rapidly tap  to win and kick him out of the way. Every time you hit him, he'll get stunned a little bit, so you should be able to get a good rhythm of just locking onto him and mashing the  button to beat him to a pulp. When he's done, watch the cutscene, and you'll complete the mission.

Complete Mayhem

The school has broken out into complete mayhem (hence the title), and you're going to be a part of it. First though you're going to need to bust Russell out of hiding from the Meat Factory. When you get to the factory, the cops will be waiting, and you need to bust Russell out. As soon as you walk in, the cops will start chasing you down. You will only have a small trouble meter though, so avoid hitting the cops, as that would fill it up completely, and then all the cops will flood to you, giving you no chance to break free if you're caught. Head towards the X on your radar, and you'll find Russell cowering in a corner in a warehouse, smelling like meat. When you approach him, he'll stand up and run away, and it's your job to make sure he gets out safely. Just run after him, and eventually after you get out of the factory, you will see a cutscene of the cops running past you. You and Russell will now be back at the school, and you and Russell need to search out all the gang leaders, marked by X's on your radar. Ignore all the other kids fighting on campus, as they won't notice you, so you can just run past everyone. However, Russell doesn't know that, and sometimes he'll be held up by other people trying to fight him. Just keep on running though, and eventually Russell will stop fighting them, and just follow you. Don't worry about running too fast, you can't lose Russell. Also during fights, you can't accidentally hit Russell, so don't worry about selective punching. It doesn't matter which order you do it in, but you'll have to beat up

every gang leader with the help of Russell. Take note of vending machines to refill your health between fights. Keep an eye on Russell's health though, as you can't refill it. Once all the gang leaders are taken care of, meet Edgar inside the school. After watching a couple cut scenes, you'll be on the roof with Gary. First off, wait a couple seconds for Gary to throw something at you before walking onto the beam. After you cross the beam, climb up the ladder. While on the ladder, Gary will try to dump a bunch of bricks on you. When you see Gary at the top doing this, press either left or right on the left thumbstick to dodge this attack. After climbing the ladder, wait to dodge another brick before crossing the beam. Once across the beam, dodge another brick, and cross the other beam. One more ladder, and one more wheelbarrow of bricks. When you get to the top of the building, there will be bells swinging above you. Don't run too fast though, as some bells will fall. In the middle row, the left most two bells will fall, and in the farthest row, the right most two bells will fall. Approach Gary, and watch another cutscene.

Boss Fight: Gary

Not much to this fight, just a typical throw down between you and Gary. In this fight, you have no weapons, just your fists. Gary will block a lot, so (if you have it unlocked) use the leg sweep move ( ,  hold) to knock him on the ground, and kick him while he is down. Every once in a while, he will press you up against the railing. Repeatedly tap  to break out of this, and the two of you will drop down to the next level.

Chapter 6: Endless Summer

After defeating Gary and watching the credits, you will be in Chapter 6. There aren't any missions associated with this chapter. It's just a chapter that you can run around and get everything that you might not have gotten already. Despite being called summer, you can still go to your classes and do everything else you would normally do during school time. Use this time to work towards 100% game completion, or just keep bullying people at your leisure. The choice is yours.